r/gaming

2.8k

Posted by u/[deleted] 2 years ago

Harry Potter and the Philosopher's Stone had some impressive visuals for the time (2001)

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BenGolus 1.3k points · 2 years ago · *edited 2 years ago*

I was one of the developers of this game, and I'm glad people still remember it fondly! The first three PC games were all done by the (now defunct) KnowWonder, with the titles after that being done by internal EA teams and ported to the PC.

I worked on the flipendo dungeon, the Hogwarts castle grounds, the forest edge, the invisibility cloak stealth section, built the geometry for the Quidditch training area and arena, and other smaller areas of the game (like the mirror room and cinematics).

Little known fact, the paintings on the walls are portraits of some of the team who worked on the game!

Also, the reason why the first game doesn't match the movies as much as the later ones is because Warner Brothers refused to give us any reference photos of the sets or actors. We were working from publicity photos released in magazines! It's also why some characters like Peeves was in the game when he never appeared in the movie, they didn't tell us he had been cut until the last month of development. When they finally let someone from the team visit the set to take photos, they ended up confiscating all of the film before he left so we only had a few shots he smuggled out and his memory to go by. The chess scene looks mildly similar to the actually movie because those were two of the photos that were smuggled out!

edit: Well this got a lot more attention than I expected. Thanks for the gold!

Give Award **Share** **Report** **Save**

Gamwhiz 219 points · 2 years ago · *edited 2 years ago*

> invisibility cloak stealth section

Were you the one who decided that after sneaking around Filch for an hour and dropping off the dragon and making the player think they were done you'd force them to do the entire blasted thing again to get out? Because tween me has many, MANY words to say to the person responsible for that. I replayed it years later and that was still the absolute worst.

Give Award Share Report Save

BenGolus 66 points · 2 years ago

Honestly I don't remember who's decision it was. Probably partially mine, so I'm sorry about that. We had a list of levels to work on with general story points to hit, and I had to do two sneaking levels.

One of the producers at EA really loved that section of the game. They wanted us to extend it even longer so you had to sneak through the entire castle, even through random areas you'd already played like the Quidditch training area. So, be just glad it wasn't longer!

Give Award Share Report Save

captainnapalm555 2 points · 2 years ago

First pc game i ever played.

Good times.

Good work.

Have a cookie

Give Award Share Report Save

OnesHomeIsOnesCastle 2 points · 2 years ago

Was that the section where you get stuck climbing on the top of the library book shelves?! it was so frustrating. Loved that game tho!

Give Award Share Report Save

[deleted] -49 points · 2 years ago

Just because he worked on the stealth section doesn't mean that he planned and designed it. He could have just builtand programmed it under instructions from someone else

Share Report Save

Give Award Share Report Save

BenGolus 7 points · 2 years ago

I designed those two levels completely, including all of the stealth mechanics. Of all of my work in the game it's actually the two levels that made it completely unaltered from there original design. Both the flipendo and forest edge had some puzzles simplified before release and were partially designed by others.

Give Award Share Report Save

[deleted] 1 point · 2 years ago

Well in that case I'm sorry the stealth part wasn't as appreciated as the rest of your work (from what I can tell). I've never played the game myself but I know that balancing can be one of the hardest parts to get right in any game.

What games have you worked on since?

Share Report Save

BenGolus 9 points · 2 years ago

Devastation - PC: fx, cinematics, and level design. We did a ton of crazy stuff in that game. Making it actually good wasn't one of them. :(

America's Army: Soldier Within - Xbox: mission design. Was originally going to be just a straight port of the PC game, but Ubisoft didn't want a multiplayer only game. We took the multiplayer PC game and chopped down the levels to fit on console, then designed single player missions to fit in those chopped down versions. Would not recommend (either working on it or playing it).

Iron Man - Xbox 360 & PS3 - tools and made Iron Man look shiny. Rated "The Worst Game Everyone Played" by GameSpot! But they thought Iron Man himself looked good, so there's that.

Golden Axe: Beast Rider - Xbox 360 & PS3 - tools and added colored flashes on the enemy attacks the month before launch so *testers* could get past the tutorial. Lots of fun dev stories I probably can't share about that project ... most of them cocaine filled.

Monday Night Combat - Xbox 360: game design, level design, fx, shaders, programming. Uber Entertainment's first game! Was nice to work on a game where being *fun* was important again.

Planetary Annihilation - PC: fx, tools, shaders, programming

Wayward Sky - PSVR: fx, shaders, programming

Cosmic Chef - Daydream: fx, shaders, intros

Dino Frontier - PSVR: fx, shaders, programming

Give Award **Share** **Report** **Save**

[deleted] 2 points · 2 years ago

Oh wow, cool! I hope you have many more projects in the future :D

Share **Report** **Save**

OfficerButts 2 points · 2 years ago

Just wanted to stop by and say thanks for Monday Night Combat! I put a ridiculous amount of hours into that game with my friends

Give Award **Share** **Report** **Save**

BenGolus 3 points · 2 years ago

Thank you! I'm glad you enjoyed our work.

Give Award **Share** **Report** **Save**

ncredax 85 points · 2 years ago

You worked at KnowWonder? Than this is finally my chance to thank someone for all the amazing time I had playing the first three HP games and the Shrek games. So hereby, thank you for helping make these amazing games good sir :)

Give Award **Share** **Report** **Save**

BenGolus 25 points · 2 years ago · *edited 2 years ago*

You're welcome. I was only around for the first PC HP though. I wasn't there for Shrek, and the second two HP games. Some of my architectural work did show up in the second game, but I certainly can't take credit for the games themselves.

riddles500 2 points · 2 years ago

Are you still a game developer? What games have you worked on recently?

Give Award **Share** **Report** **Save**

BenGolus 3 points · 2 years ago

Yes, I am. I posted a list of most of the released games I've worked on since then here: https://www.reddit.com/r/gaming/comments/6urjpf/harry_potter_and_the_philosophers_stone_had_some/dlw0eyz/

Give Award **Share** **Report** **Save**

[deleted] 136 points · 2 years ago · *edited 2 years ago*

You should probably do an AMA bro, this game is dope, all my mates played it when they were young. I always remember questioning why Peeves was in the game but not in the movie, made no sense to me at all.

Share **Report** **Save**

BenGolus 7 points · 2 years ago

I'm not sure I could do a proper AMA on the project. I was a junior developer (it was my first released game) and mostly stayed in my corner. I know the project as it pertains to the work I did, but much less about other aspects of the project.

Give Award **Share** **Report** **Save**

Adiquidus24 12 points · 2 years ago

man when i was a kid those crabs in the flipendo dungeon scared the shit out of me

thank you for helping make a game thats given so many people including myself great memories!

Give Award **Share** **Report** **Save**

ShiningListener 10 points · 2 years ago

You wouldn't happen to know how to get it running nowadays, would you?

In all seriousness, this game was my childhood game. Thanks for it!

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easily findable), open the download location, find the executable file.

Right click it, go to the "compatibility" tab, check the "run this program in compatibility mode for" box, and select "windows 98/Windows Me". Should work without issues now.

Give Award **Share** **Report** **Save**

[deleted] 4 points · 2 years ago

As someone who just tried this today - No compatibility mode is required but it looks and runs terribly on higher res screens. There is -no- windowed mode and alt tabbing makes the game lock up. It also forces it resolution to your desktop, so everything is a mess afterwards. But it's still worth.

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Gamwhiz 1 point · 2 years ago

It's been like 2 years so take this with a grain of salt, but I'm like 78% sure that when you get to the "trace the symbol" pre-dungeon classroom challenge you get an error with the way the game detects your accuracy unless you're running in compatibility mode. Like you'll do it perfect and it'll grade you 2/100. Remember having to spend an hour looking for solutions when I ran into a problem and I think that was it.

Either way the readme specifically recommends you do so (also mentions vista compatibility but fuck vista) so keep it in mind if you do encounter problems.

Give Award **Share** **Report** **Save**

idunno_questionmark 2 points · 2 years ago

My advice would be to find an old PC. I still have my very first laptop I bought in 2008. It's running Windows Vista and I can play almost all my old games on this machine, while they don't work on my Windows 10 PCs, no matter what I do.

Give Award **Share** **Report** **Save**

ozmega 1 point · 2 years ago

at that point isnt it better to start a virtual machine?

Give Award **Share** **Report** **Save**

BenGolus 1 point · 2 years ago

Alaharon123 1 point · 2 years ago

Use a nocd crack and it'll run just fine

Give Award **Share** **Report** **Save**

tamsaturns 6 points · 2 years ago

That's amazing! I bought this game when I was 12 (I'm 27 now) and I still have pretty fond memories of this game, and remembering how realistic it was and it just sucked me in (when I have previously read every single HP book to date), one of my first Gamecube games completed!

Give Award **Share** **Report** **Save**

NSave 7 points · 2 years ago

Thank you for creating these games. The first 3 parts were my favorite with the 2nd one being the best overall.

Even today i remember the frustration trying to catch the snitch for the first time and picking the right potion near the end. I'm getting nostalgic now, wanna play these games over again :D

Give Award **Share** **Report** **Save**

CancerFaceEww 5 points · 2 years ago

Any chance you could swing by our forum? http://www.oldunreal.com/cgi-bin/yabb2/YaBB.pl We still discuss many of the old Unreal engine games and work on playing with the content, mostly exporting assets into Unreal coop servers as a way of enjoying the nostalgia aspects. Most of us had Unreal as our first game and it will forever be the gold standard. It's mostly just a bunch of modders and developers who just like working in the Unreal engine even as old as it is.

To have one of the actual devs say hello would make the day for a bunch of the old timers there.

Give Award **Share** **Report** **Save**

sunnydownsouth 4 points · 2 years ago

The Nostalgia you're bringing back! I played that game as an actual child, my sister being 5 when it came out and myself only 3 but I imagine I only played it years after.

perfectly, even the voice clips for all the spells.

I do kinda want to slap you though, for the quidditch, those dungeons and all the nooks and crannies. But I also want to hug you cause I LOVED that game.

Give Award **Share** **Report** **Save**

kuroinferuno 3 points · 2 years ago

Malfoy's scary Baby face still gives me nightmares to this day.

On a more serious note, thank you so much for working on this amazing game. It was one of the last games that I fondly remember playing with my parents. The games nowadays just don't appeal to them :P.

Give Award **Share** **Report** **Save**

whaterik 3 points · 2 years ago

Sounds like Warner Brothers must still have been cold to the idea of working cooperatively with game developers even after the 1998 Superman game for Nintendo. I heard that game was largely ruined due to WB refusing the dev's ideas to make the game fun in any way.

Give Award **Share** **Report** **Save**

BenGolus 4 points · 2 years ago

Hedwig doesn't appear in the PC version of the first game because WB refused to let us use her. Just us though as she was in every other version of the game.

Big corporations are weird.

Give Award **Share** **Report** **Save**

MacDerfus 1 point · 2 years ago

I honestly don't know what anyone involved was thinking in that superman game.

Give Award **Share** **Report** **Save**

Fajardo1253 2 points · 2 years ago

BenGolus 2 points · 2 years ago

Most recently I worked on Wayward Sky, and Dino Frontier for the PSVR, and Cosmic Chef for the Google Daydream.

Give Award **Share** **Report** **Save**

The_WA_Remembers 2 points · 2 years ago

Maybe you can help me out... I remember the ps1 and ps2 versions of the chamber of secrets game were stupidly different and I've always wondered why... was it just technical limitations of the time or was there a specific reason for it?

Also many thanks for helping provide me and countless others with hours of enjoyment, that game was my escape as a kid.

Give Award **Share** **Report** **Save**

BenGolus 3 points · 2 years ago · *edited 2 years ago*

The games for each platform were made by different companies. We weren't even really supposed to talk to eachother (though we did a little, and sent eachother early copies of the games during dev).

PC was done by KnowWonder.

PS1 was done by Argonaut (best known for StarFox).

PS2, GameCube, and Xbox were done by Warthog (their last game I think).

GBA was done by Bullfrog / Griptonite (Bullfrog being best known for Dungeon Keeper. It was the last game they worked on AFAIK, and totally uncredited!)

The final Voldemort fight in the PC game was actually copied from an early version of Argonaut's PS1 game. They shipped with a different fight though.

Give Award **Share** **Report** **Save**

Thykothaken 2 points · 2 years ago

Give Award Share Report Save

BenGolus 2 points · 2 years ago

Yeah, that sounds about right. The music for the game was done quite early, long before real trailers of the movie had been released, and certainly before Williams had finished his score.

Give Award Share Report Save

redrubynail 1 point · 2 years ago

That's awesome! I played the shit outta this game, on Xbox. I was around 9-10 years old then. My favorite game at the time.

Give Award Share Report Save

GrayFoxHound15 1 point · 2 years ago

Thanks for making one of the best games of my childhood but... damn Gringotts was hell, even as an adult is difficult AF

Give Award Share Report Save

BenGolus 4 points · 2 years ago

That was a different game! The PC game didn't have Gringotts at all. It got cut as we ran out of time. I believe only the PS1 game, made by Argonaut, had Gringotts.

Give Award Share Report Save

Mantelmann 1 point · 2 years ago

Damn. You shaped parts of my childhood. Thank you for that.

Give Award Share Report Save

fuzzyfrank 1 point · 2 years ago

Do an AMA!!

Give Award Share Report Save

aaiiddaass 1 point · 2 years ago

Logical_Enigma 1 point · 2 years ago

Thanks for your work! This was by far my favorite game as a kid, I can't even remember how many hours were sunk into this game, but there were definitely multiple play-throughs!

Thinking back on it, this game actually ran and played very well, kudos!

At the time I appreciated that Peeves was in the game. It made the game feel like it had something more to offer than just an interactive movie clone.

Give Award **Share** **Report** **Save**

Zarathustra124 1 point · 2 years ago

Have you watched speedrunners play it?

Give Award **Share** **Report** **Save**

BenGolus 2 points · 2 years ago

I had not ... the mid-climb "launch" trick is fascinating.

Give Award **Share** **Report** **Save**

jmcvaljean 1 point · 2 years ago

First off, The PC version of this game is one of my all time favorites. Thank you for this little insight into the development. Secondly, how do I play this on my new laptop!? I've tried everything I could find but stupid windows 10 won't let me. We really need to work on getting these games on GOG.com or something.

Give Award **Share** **Report** **Save**

BenGolus 1 point · 2 years ago

The games are owned by EA and WB, but I doubt they have the source code around anywhere since the company that actually developed them shut down years ago. I haven't worked for or with any of those companies for 16 years.

Give Award **Share** **Report** **Save**

JonMeadows 1 point · 2 years ago

KashMango 1 point · 2 years ago

This was the first PC game i ever played, and as much shit as it gets from reviewers (weirdly still getting reviews) it was the reason I got into PC gaming. So thanks for that friend. GOTTA SAY THOUGH WHO OKAYED THE QUIDDITCH CONTROLS XD

Give Award **Share** **Report** **Save**

BenGolus 1 point · 2 years ago

Yeah, they were pretty terrible. The two guys who were responsible for the programming of the Quidditch / broom flying controls and gameplay systems were very good programmers, but not gamers at all. I know several of the level designers (most of us were hardcore FPS gamers) tried desperately to get it improved to no avail.

Give Award **Share** **Report** **Save**

KashMango 1 point · 2 years ago

Well you tried! So thanks for that much at least

Give Award **Share** **Report** **Save**

Alaharon123 1 point · 2 years ago

I actually really like the Quidditch though that was much improved in the second game. I managed to complete all of the training rings

Give Award **Share** **Report** **Save**

NikitaFox 1 point · 2 years ago

This was the first game I think I can remember really getting into. Thanks for all that hard work. I'm gonna go figure out how to play it again.

Give Award **Share** **Report** **Save**

Wahw11 1 point · 2 years ago

This game is my childhood. Can you please tell me where I can regain access to this beauty? I feel like playing it again!

Give Award **Share** **Report** **Save**

area to also be one of my first and favorite challenges.

Give Award **Share** **Report** **Save**

BabyBlue0115 1 point · 2 years ago

I spent countless hours playing this game when I was young, so thanks for all the work you did on it!

Give Award **Share** **Report** **Save**

bhemblem 1 point · 2 years ago

Please do an AMA. I have so many questions.

Give Award **Share** **Report** **Save**

[deleted] 1 point · 2 years ago

I just want to say thanks for helping create one of my favorite games from childhood.

Share **Report** **Save**

mattlandry91 1 point · 2 years ago

So cool! I love hearing inside dev stories like this!

Give Award **Share** **Report** **Save**

prince_of_gypsies 1 point · 2 years ago

Aww man! Thank you so much- the first three games were basically my childhood (I know it sounds stupid when people say that, but it's true!).

Thank you for not half-assing the games despite being movie-tie-ins. It's so apparent that you guys loved what you were doing and actually gave a shit!

Thank you for all the magical creatures and your take on the first three books which I will always keep close to my heart.

You are awesome and I really can't thank you enough.

Seriously. Thanks.

BenGolus 2 points · 2 years ago

Yeah, most of us were massive fans of the books. In a lot of ways that first PC game is more a game version of the book than it is of the movie. Not the least of which was because we didn't actually know anything about what the movie was like while we made it!

Give Award **Share** **Report** **Save**

onlyslightlybiased 1 point · 2 years ago

TIL there was a pc philosophers stone, enjoyed the crap out of chamber of secrets and prisoner of azkaban although the buckbeak mini game often had me pulling hair out at times. Good to hear that you guys had nothing to do with the goblet of fire version as that was just dreadful in my slightly biased opinion

Give Award **Share** **Report** **Save**

sexydaniboy 1 point · 2 years ago

To be honest man, the castle you guys put together meshed better in my mind with the castle on the books then the one that featured in the movies. The use of the expanded universe, like using fire crabs as enemies, was also a nice touch.

All in all, you made a great Harry Potter experience! So thanks for the memories!

Give Award **Share** **Report** **Save**

stella0dog 1 point · 2 years ago

I'm pretty sure I played this at a baby sitters house when I was little, but all I remember is a section where you had to throw troll dung

Give Award **Share** **Report** **Save**

MacDerfus 1 point · 2 years ago · *edited 2 years ago*

> the invisibility cloak stealth section

Finally, I know who to blame for that! The other 95% of the game was solid and great though, so thank/curse you for that.

Give Award **Share** **Report** **Save**

Give Award Share Report Save

Beareh 1 point · 2 years ago

Thank you for all your hardwork, and for making our childhoods! <3

Give Award Share Report Save

ChipHazardous 1 point · 2 years ago

No way!!! Thanks for contributing to one of my favorite child good games!

Give Award Share Report Save

Suvaius 1 point · 2 years ago

Awesome, i hear many people don't like the games, but i think the three first ones were really great and played them a lot as a kid!

Give Award Share Report Save

emart756 1 point · 2 years ago

It's surreal getting to chat with game developers, especially of older games titles before the internet boomed. Something fascinating about their approach, process, and delivery of game development. So interesting!

Give Award Share Report Save

HDOOM16 1 point · 2 years ago

I loved that game so much. Played it a ton when I was a kid

Give Award Share Report Save

3over4 1 point · 2 years ago

I remember playing this game like 17 times as a kid while waiting for chamber of secrets to come out. You, sir, (and the rest of the team) are amazing. Thank you so much for this game.

Give Award Share Report Save

parents would let me play when I was 7-8ish, and it made that 1 hour I was allowed to play per day feel like 5 minutes.
Never thought i'd be talking to a dev one day. Cheers

Give Award **Share** **Report** **Save**

TheD0mi 1 point · 2 years ago

How awesome is that!

This was probably the first real PC game I ever played.

Give Award **Share** **Report** **Save**

Highfalutin-Free 1 point · 2 years ago

Oh my gosh this will get lost, but I absolutely played the Chamber of Secrets to death!!! My favorite game of all time.

Give Award **Share** **Report** **Save**

Alaharon123 1 point · 2 years ago

Dude, thanks so much! Those games were my childhood. The stealth section was probably my favorite part of the game and for years afterwards I was looking for a good stealth game to recreate the feeling of playing that level. As a kid when my family played tap tap trio we'd always go "come out come out wherever you are" The Harry Potter games actually introduced me to Harry Potter, my parents didn't let me read the books as a kid, but I always wanted to because the games made it so appealing. The second game was actually better than the first because they basically took the same game and improved on it, the third game was eh. I don't know what to say, thank you so much for working on that game, I loved it as a kid and still love it to this day

Give Award **Share** **Report** **Save**

BenGolus 1 point · 2 years ago

I'm glad *someone* enjoyed the stealth sections then. :)

I tried to make it intuitive to kids, taking inspiration from the Thief series with different surfaces making more noise than others, but still letting players just run away when they got heard so knowledge of the surfaces didn't actually matter much. Those who figured it out could use it to their advantage, and otherwise it just served as a difficulty ramp.

Give Award **Share** **Report** **Save**

everyone here seems to hate it

Give Award **Share** **Report** **Save**

EversorGaming 322 points · 2 years ago

Biflomor and Slizolin?

Give Award **Share** **Report** **Save**

[deleted] 272 points · 2 years ago

Slovak for Slytherin and Hufflepuff

Share **Report** **Save**

7ENJJ 187 points · 2 years ago

there are Slovak translations for words made up by some homeless English lady?

Give Award **Share** **Report** **Save**

[deleted] 130 points · 2 years ago

Even weirder they changed it to Sorcerer's Stone in the US since the Philosopher's Stone is an actual thing outside of Harry Potter. It's like changing a book with "the fountain of youth" in its title to "the sprinkler of youngness"

Share **Report** **Save**

hoochyuchy Console 21 points · 2 years ago

Tbf, basically no one in the US outside of certain niche interests have no concept of what a 'philosopher's stone' is. Sorcerer's Stone is pretty self-explanatory (its a stone used by a sorcerer) while Philosopher's Stone is a little bit more meaningless (why would a philosopher need a stone? Don't those people just think about thinking?). Honestly, I've never been bothered by the localization of that particular thing, especially as a title that is supposed to draw a reader in.

Give Award **Share** **Report** **Save**

ComicPi 35 points · 2 years ago

'philosopher's stone' before, I learned it from the book.

Give Award **Share** **Report** **Save**

Everyones_Grudge -5 points · 2 years ago

I'm not insulted by it. It was clearly a marketing decision, not a dumbing down. I think only British people would be intrigued by a book with the word "philosopher" in the title. And plus it is a children's book and they know what a sorcerer is versus an alchemist.

Give Award **Share** **Report** **Save**

bubbleharmony 1 point · 2 years ago

> And plus it is a children's book and they know what a sorcerer is versus an alchemist.

That is exactly what dumbing down means.

Give Award **Share** **Report** **Save**

Ryukyay 45 points · 2 years ago

Wait ... you guys don't know what a philosopher's stone is? No wonder you went to the New World, slaughtered everyone and took their gold. Would have been easier if you just used the stone like civilized people

Give Award **Share** **Report** **Save**

theReluctantHipster 0 points · 2 years ago

Philosophers aren't magic. Why would their stones be?

Give Award **Share** **Report** **Save**

Lebestier -1 points · 2 years ago

Is philosophAL, not philosophERS

lol, unexpected hogwarts XD

Give Award **Share** **Report** **Save**

theReluctantHipster 2 points · 2 years ago

makefilms 2 points · 2 years ago

I'm Irish and had no idea of what it was anyway. There was no need to change it. The majority of children, even British, wouldn't know what the Philosopher's Stone is anyway.

Give Award **Share** **Report** **Save**

0xffeedd 1 point · 2 years ago

Kids who were raised on Franco-Belgian comics knew. The philosopher stone is a major plot device in two albums of Peyo, in his two series "Johan and Peewit" and "the Smurfs".

Give Award **Share** **Report** **Save**

Psykpatient 1 point · 2 years ago

I learned what it was from a Donald Duck comic.

Give Award **Share** **Report** **Save**

Gl33m 0 points · 2 years ago

I remember being a kid and learning the name was changed and felt bad for thinking Rowling was dumb for calling it a Sorcerer's stone. I guess I was just the right niche to know what a philosopher's stone was as a 10 year old.

Give Award **Share** **Report** **Save**

PM_ME_PERSONAL_NUDES -4 points · 2 years ago

> **no one** in the US outside of certain niche interests have **no concept** of what a 'philosopher's stone' is

Might wanna check your negatives there, buddy. Also your verb number.

Give Award **Share** **Report** **Save**

R_E_L_bikes -37 points · 2 years ago

Yup, eleven year old me was beyond baffled when I found out the original title lolz #britishnonsense

Give Award **Share** **Report** **Save**

Sounds like a joke but it's actually true, that was the main reason for the change, they thought americans would have trouble pronouncing it.

Give Award Share Report Save

Gl33m 5 points · 2 years ago

... What? I've never heard philosopher pronounced like that...

Give Award Share Report Save

ChuckCarmichael 3 points · 2 years ago

I thought it was because "philosopher" doesn't sound hip to the American kids, they'll just think it's about some old guy talking about weird stuff, but "sorcerer" is cool, it's a guy throwing around magic.

Give Award Share Report Save

Yserbius 27 points · 2 years ago · *edited 2 years ago*

Sirius Black's name was localized to each country's word for "black". In that dark period of history between the sixth and seventh book, Internet rumors guessed who RAB was because it was written as "RAS" in Germany and Sweden where Sirius's last name was "Swarz".

EDIT: Ok, maybe it was just one or two languages. Though I definitely recall that "RAS" in some Teutonic language was a major proof to the theory.

Give Award Share Report Save

Junper 87 points · 2 years ago

In spanish is still called "Sirius Black", not "Sirius Negro".

Give Award Share Report Save

iTouchMidgets 76 points · 2 years ago

Kinda understandable that one

Give Award Share Report Save

Give Award Share Report Save

Monneymann 2 points · 2 years ago

Not punny.

Give Award Share Report Save

TheTeaSpoon 6 points · 2 years ago

Czech has Sirius Black as well and not Sirius Cerny. However some intricate names like Dumbledore got translated (Dumbledore is Brumbal in Czech) other names stayed the same (like Voldemort). It is interesting really how translation worked out and how it kept the british theme while making names that would sound odd fit it when translated.

Give Award Share Report Save

christo334 1 point · 2 years ago

pretty sure its also that for french because i never heard sirius noir.

Give Award Share Report Save

Sighco0 23 points · 2 years ago

Actually his last name is still "Black" in Germany.

Give Award Share Report Save

idunno_questionmark 8 points · 2 years ago

In the first book (when Hagrid says that he borrowed his bike) he is called Sirius Schwarz. They changed it in later revisions (probably because he became important in book three and they realized how stupid a british guy named Schwarz would be).

Give Award Share Report Save

44tim44 20 points · 2 years ago

He was never called Sirius Svart in Sweden. It's always been Sirius Black here.

Give Award Share Report Save

Willblinkformoney 6 points · 2 years ago

Sirius svaart in norway

Give Award **Share** **Report** **Save**

With_Hands_And_Paper 12 points · 2 years ago

Sirius Black in Italy too, sorry to disappoint.

We did change and translate a lot of the other names I'd say, most successfully too.

Give Award **Share** **Report** **Save**

Rizzan8 PlayStation 10 points · 2 years ago

In Poland we have Sirius Black.

Give Award **Share** **Report** **Save**

mrhania 3 points · 2 years ago

If I recall correctly, the surname is *Black* but his first name was translated as *Syriusz*.

Give Award **Share** **Report** **Save**

ShnyFlygon 9 points · 2 years ago

In Dutch, almost every name has been changed. Trying to understand someone talking about Harry Potter when you only know the Dutch names for characters is really confusing.

Give Award **Share** **Report** **Save**

ComicPi 6 points · 2 years ago

Like what? I'm interested to hear some of these

Give Award **Share** **Report** **Save**

SirVyval 14 points · 2 years ago

Just to name a few:

Hermione Granger = Hermelien Griffel

Neville Longbottom = Marcel Lubbermans
Dudley Dursley = Dirk Duffeling
Slytherin = Zwadderich
Gilderoy Lockheart = Gladianus Smalhart (I actually kinda like this one, because a 'gladjanus' is a smooth talker).

Give Award **Share** **Report** **Save**

Crimsonfoxy 7 points · 2 years ago
Did they change Voldemort too? Otherwise Tom's name won't make much sense

Give Award **Share** **Report** **Save**

ShnyFlygon 5 points · 2 years ago
No, but it still works. When he writes down his name and the text changes, it reads "Mijn naam is Voldemort" (My name is Voldemort) which can be done with the letters of the name Marten Asmodon Vilijn

Give Award **Share** **Report** **Save**

Palodin 3 points · 2 years ago
Man, Perkamentus sounds better than dumbledore

Give Award **Share** **Report** **Save**

MechaPanther 5 points · 2 years ago
Mean while everyone is trying to work out how someone with the name Marten Asmodom Vilijn was never suspected of evil things.

Give Award **Share** **Report** **Save**

PM_ME_PERSONAL_NUDES 2 points · 2 years ago
MARCEL

LUBBERMANS

Give Award **Report** **Save**

ShnyFlygon 2 points · 2 years ago · *edited 2 years ago*

Dumbledore to Perkamentus

Hermione to Hermelien

Weasley to Wemel

McGonnagel to Anderling

Neville Longbottom to Marcel Lubbermans

Muggle to Dreuzel

Give Award **Share** **Report** **Save**

Inquisitor1 -1 points · 2 years ago

Read it untranslated, duh.

Give Award **Share** **Report** **Save**

Pasanen 2 points · 2 years ago

Sirius Musta in Finnish.

Give Award **Share** **Report** **Save**

BigBootyHunter -1 points · 2 years ago

Welp sounds like you're a liar

Give Award **Share** **Report** **Save**

Masterspeed 6 points · 2 years ago

They actually translated that back in 2001 for a cheap movie tie in? Wow, colour me impressed, that's some good devin'

Give Award **Share** **Report** **Save**

zombie_physician 1 point · 2 years ago

All movies for children are translated and dubbed in Slovakia. So the game was just using the existing translation.

[deleted] 2 points · 2 years ago

Still, it's a texture change and not a text file change, so it's still extra effort.

Share **Report** **Save**

loganparker420 3 points · 2 years ago

I thought I had a stroke.

Give Award **Share** **Report** **Save**

trustmeep 2 points · 2 years ago

That still may be true...do you smell burnt toast?

Give Award **Share** **Report** **Save**

TheLast_Centurion 1 point · 2 years ago

Fellow Slovak here. Is this some kind of texture pack? Or was it officially translated like this in the first game?!

Give Award **Share** **Report** **Save**

micmac_paddywhack 5 points · 2 years ago

I'm glad I wasn't the only one confused

Give Award **Share** **Report** **Save**

Nerozero 2 points · 2 years ago

Is just as good. You graduate Hogjuarts. Know magik good. TR-AH-ST ME!

Give Award **Share** **Report** **Save**

MacDerfus 2 points · 2 years ago

Along with Flymbergor and Magerblob

Give Award **Share** **Report** **Save**

Chopped_In_Half 61 points · 2 years ago

Heavyhiking26 9 points · 2 years ago

I desperately need this.

Give Award **Share** **Report** **Save**

C-Man98 7 points · 2 years ago

They have gmod rp servers.

Give Award **Share** **Report** **Save**

gcarmona 3 points · 2 years ago

More like 12 year old British Kids shouting flipendo rp

Give Award **Share** **Report** **Save**

yolox420 1 point · 2 years ago

Hahahahahahaha, spot on

Give Award **Share** **Report** **Save**

MacDerfus 1 point · 2 years ago

Would you rather be sorted into Biflomor or Slizolin?

Give Award **Share** **Report** **Save**

mmm273 160 points · 2 years ago

and with another 2 sequels was best HP games ever. After 3rd its going down.

Give Award **Share** **Report** **Save**

drose427 50 points · 2 years ago

I actually really liked 5 on the wii....it was like harry potter bully

4 was dope too but I didn't like how it was linear

RoboticPineapple 60 points · 2 years ago

5 was great just for the fact that it had a fully fleshed out castle and grounds. I had a lot of fun exploring Hogwarts.

Give Award **Share** **Report** **Save**

HeyMakooooooooowoah 2 points · 2 years ago

And with 6 you got potions and quidditch and a few more areas. I am dying to find a map using the schools layout from those games.

Give Award **Share** **Report** **Save**

Crowned_Hero 24 points · 2 years ago

5 was fun, but let's be honest, most of the time you just swing the remote around like crazy because the spell you want won't work; anyway I liked that you could play chess

Give Award **Share** **Report** **Save**

wiseguy149 6 points · 2 years ago

For me, gobstones was my favorite part of the fifth game. I 100%ed it and you had to beat everyone at gobstones to do that, and I found out I liked it so much I redid the games a number of times.

Give Award **Share** **Report** **Save**

zSocrates 5 points · 2 years ago

The last one I purchased was Half Blood Prince and I enjoyed that one a ton. I had it on the 360 and I remember getting all the gamerscore on it was actually a fun task

Give Award **Share** **Report** **Save**

[deleted] 2 points · 2 years ago

I actually loved this game so much even when my copy broke I eventually replaced it so I could play it again because the mini games, it was the closest thing to a hogwarts game, right in front of five Then three (not gba version)then one and two in no particular order, then four and seven doesn't even try to be a hogwarts game for obvious reasons

Share **Report** **Save**

Zelda meets Harry Potter. Also, the soundtrack for the game is fantastic. It's composed by the same guy responsible for the Skyrim soundtrack (Jeremy Soule).

Give Award **Share** **Report** **Save**

Heimlich_Macgyver 44 points · 2 years ago

The game nailed the feeling of existing in Hogwarts (ignoring the dungeons). Even if it had been "gamified", roaming the school gave me a feeling of wonder and mystery, with secrets and hidden passages everywhere. The later ones were visually closer to the films, but lost the magic.

Give Award **Share** **Report** **Save**

Shurtugal929 8 points · 2 years ago

I rented the game as a kid just to fly around on the broom

Give Award **Share** **Report** **Save**

LovableContrarian 12 points · 2 years ago

For me it's gotta be

https://en.wikipedia.org/wiki/The_Hobbit_(2003_video_game)

Loved this game.

Give Award **Share** **Report** **Save**

kwhyland 8 points · 2 years ago

This game is a wonderful example of excellent design and brilliant source content marrying into a worthy adaptation. The environments were meticulously designed to capture the aesthetic of each area, providing an engrossing progression through the story (more faithful than any other Tolkien adaptation, hands down) while offering compelling gameplay that feels top notch in mechanics and immersion.

Give Award **Share** **Report** **Save**

TheWorldisFullofWar 2 points · 2 years ago

The first paragraph of the wikipedia summary says it is NOT a movie tie-in.

LovableContrarian 5 points · 2 years ago

Ah you're right. Based on the book. Since this was a thread about Harry Potter, I forgot we were talking about movies.

Give Award **Share** **Report** **Save**

JonMeadows 1 point · 2 years ago

I enjoyed the Lord of the rings fellowship of the ring game on the original Xbox. For some reason that game was very memorable for me

Give Award **Share** **Report** **Save**

KnightOfAshes 8 points · 2 years ago

Spongify was the best spell in that game. I really loved exploring the castle and how bright everything was.

Give Award **Share** **Report** **Save**

RareUnicorn 5 points · 2 years ago

I still remember exploring Ron's little acre of homeland, looking for all the Bertie Botts

Give Award **Share** **Report** **Save**

prince_of_gypsies 3 points · 2 years ago

Seriously tho. That score was beyond amazing for a video game.

Give Award **Share** **Report** **Save**

JukesMasonLynch 2 points · 2 years ago

Jeremy Soule is amazing, you should check out Total Annihilation if you're not already familiar with it, it's a strategy game from the late 90s that had a music score that adjusted to game events, which was pretty impressive for the time. The score was very orchestral

Give Award **Share** **Report** **Save**

RickSanchezPrime 2 points · 2 years ago

Give Award Share Report Save

JukesMasonLynch 2 points · 2 years ago

Ah, you're talking about TA: Kingdoms. The original was with robots and shit, and basically was just similar units with different appearances. But was nevertheless an amazing strategy game. Never played Kingdoms, recommended?

Give Award Share Report Save

RickSanchezPrime 1 point · 2 years ago

Dude, kingdom was the best. Best RTS I ever played.

Give Award Share Report Save

ammcneil 2 points · 2 years ago

All iterations of StarCraft, Warcraft, Command and conquer, age 3, even age 2 provided you keep all tech turned off, Warhammer if you allow total war type games

Not sure which RTS you are talking about

Give Award Share Report Save

RickSanchezPrime 1 point · 2 years ago

Civ? Only the most popular RTS.

Give Award Share Report Save

0xffeedd 2 points · 2 years ago

Except the part where Civilisation games are turn-based, which is quite a hindrance to be called "Real Time Strategy"?

Give Award Share Report Save

owarren 2 points · 2 years ago

Give Award Share Report Save

ammcneil 1 point · 2 years ago

So, Civ deserves a blanket statement on "most" RTS? Care to provide more "popular" examples than I have to substantiate the "most" in your claim?

Also hate to break it to you but StarCraft 2 :wings of liberty outsold Civ 5 in NA, and judging by how crazy popular it is in Korea I would say that it is not the most popular RTS

Give Award Share Report Save

metaknight95 6 points · 2 years ago

The 3rd game was one of my favorites back on the gamecube. I would play the "Duel" gamemode all day every morning during summer vacation as a kid

Give Award Share Report Save

loganparker420 5 points · 2 years ago

I just got Chamber of Secrets again for Gamecube. I remember my mind being blown as a kid when I first rode the broomstick around the grounds.

Give Award Share Report Save

SanDesu 1 point · 2 years ago

I really want a remake of all the HP games.

Give Award Share Report Save

TimeZarg 0 points · 2 years ago

Funny how the movies seemed to follow the same trend, at least in my opinion. I caught the start of Harry Potter and the Deathly Hallows on TV a few days ago and I just couldn't get into it. Between all the fucking changes from the book (which started in earnest back in the 4th film, partly because they had to start leaving shit out due to book length), the way they handled the true-to-the-book part, the way certain characters were acting, etc. . .urgh. I stopped watching somewhere around the part where George supposedly loses his ear (like, first 20 minutes of the movie). . .but we can't tell, can we, 'cause *he still has his fucking ear in the movie*. It even ruined George's corny joke. Goddamn.

KnownAsHitler 1 point · 2 years ago

Movies are an entirely different medium than books.

Give Award **Share** **Report** **Save**

Djdanny90999 40 points · 2 years ago

God the memories of getting fustrated on this game oh my god.

Give Award **Share** **Report** **Save**

prince_of_gypsies 1 point · 2 years ago

Hahaha, yeah...

Give Award **Share** **Report** **Save**

drummerman55 42 points · 2 years ago

Flipendo!

Give Award **Share** **Report** **Save**

rapscallop 35 points · 2 years ago

I always wondered why no one has yet made a Harry Potter game without Harry, an open world game set in Hogwarts where you can just create your own student and play through the seven years of wizarding school.

I get that it would be alot more difficult to execute than I think, but a fully interactive world would be amazing. Maybe as the Fantastic Beasts movies continue someone will see the opportunity. Eh, I can dream.

Give Award **Share** **Report** **Save**

KnownAsHitler 8 points · 2 years ago

Garrys mod has Hogwarts role playing servers. It's not the best but its pretty cool.

Give Award **Share** **Report** **Save**

I'm on a rollercoaster of emotions here

Give Award **Share** **Report** **Save**

royaldansk 3 points · 2 years ago

Maybe not a phone app where you can collect beasts and walk around.

Give Award **Share** **Report** **Save**

CelticRockstar 16 points · 2 years ago

I loved these games so much! Huge part of my childhood (and young adulthood haha!)

Give Award **Share** **Report** **Save**

Admiral_Flapjack_ 11 points · 2 years ago

1, 2, and 3 are a part of my childhood. Played on PC, I always defend them when people claim they were bad because of the console versions.

Give Award **Share** **Report** **Save**

kwhyland 16 points · 2 years ago

Harry Potter on PC was a huge part of my childhood. Having replayed them many times over the years, I couldn't agree more.

1 was rudimentary but laid the foundation for the subsequent two. With good level design but relatively linear hub worlds in Hogwarts' castle and grounds, it left much to be desired in the wake of what came along.

2 was, for me, the peak. A massive Hogwarts to explore, rife with secrets around every corner. Each dungeon unique and *ridiculously* fun. Quidditch was a phenomenal minigame of its own, and the sense of wonder matched with quality design has never been matched in HP games. (Activate debug mode and you're in for one HELL of a hilarious ride, to boot.)

3 was a bit of a regression IMO. The grounds and castle felt cramped, with more emphasis on combat than exploration. Regardless, I replay it frequently due to its refined mechanics and fascinating areas.

screams_forever 1 point · 2 years ago

HarrySuperJumpTrue - I think!

Give Award **Share** **Report** **Save**

aaiiddaass 1 point · 2 years ago

I mostly agree with this, but I found Quidditch on HP1 wayyy more fun than HP2

Give Award **Share** **Report** **Save**

SealYourAlmonds 12 points · 2 years ago

First three had the best story and nostalgia. Liked collecting jellybeans and those wizard cards. Four was a fine game in most respects, though it's linearity was a turn off. Five had the best Hogwarts immersion feeling. That game looked incredible on the PS2. Like the movie though, the game felt like it was just put together without structure and was scene after scene.

Anyone remember been under ten and slaying through that 700+ page book? Whatttta treaaaat!

What were 6 and 7 like? Never touched them.

Also didn't like the combat/spells change. How amazing was doing quests in hidden off areas of Hogwarts for a spell book? Plus there was much more diversity, and having the spells tied to a hotkey (x, square, O and triangle) was far more comfortable imo.

Gobblestones or w.e in 5 was a treat though.

Quidditch in the first two and just flying on your broomstick for the sake of it was something that was sooo stupid to get rid of though!

This post has turned very unstructured and I could just go on and on..

Don't miss those missions where you had to sneak around prefects and teachers though, that shit was scarier then any horror movie. Deadset hated it. Remember when they caught you and did a spell that put you on your ass and scolded you? Lel

Now in closing, COLLECTING THOSE 101 WIZARD CARDS WAS AMAZING AND I DON'T EVEN THINK I GOT CLOSE

Give Award **Share** **Report** **Save**

flaggrandall 4 points · 2 years ago

> What were 6 and 7 like? Never touched them.

6 was just like 5 but with a somewhat reduced budget. 5 was better.

Give Award **Share** **Report** **Save**

Joefastlegs 1 point · 2 years ago

Deathly gallows part 1 game was absolute trash. So glitchy and janky. Just a shoot em up game. Deathly gallows part 2 looked great but was boring. Was basically like call of duty with wands. I liked that you were able to quickly change spells though

Give Award **Share** **Report** **Save**

SealYourAlmonds 1 point · 2 years ago

Not surprised, it'd obviously have to be linear due to the story no longer been centralised at Hogwarts until the absolute end. The immersion you got from the castle was right up there.

A redo with todays technology would be pretty incredible. A Bethesda style game where you maybe were at another fictitious wizardy school would be a treat.

Give Award **Share** **Report** **Save**

prince_of_gypsies 1 point · 2 years ago

I think 6 was a lot like 5.

7/1 and 7/2 were trash (never actually played them because I wasn't into shooters at the time- I saw an AngryJoe review a few weeks ago and as someone who loves shooters now it still looked like trash).

Give Award **Share** **Report** **Save**

Give Award Share Report Save

Flashycats 5 points · 2 years ago

More like FLIIII FLIIII FLII FLIIIIIPENDO!

Give Award Share Report Save

DarkReign2011 16 points · 2 years ago

I would love to see a compilation of all the games, or at least the first three, remastered for current platforms. It would be a blast getting to replay them as they were genuinely awesome games. Shane they started to drop off with Goblet of Fire and the last two REALLY took the piss.

Give Award Share Report Save

You_Got_The_Touch 25 points · 2 years ago

Why are the house names different? Surely the licence covers that sort of detail.

Give Award Share Report Save

tokki32 124 points · 2 years ago

They look right to me, and I'm the biggest Larry Botter fan out there.

Give Award Share Report Save

ATLSox87 33 points · 2 years ago

"Yer a lizard, Larry"

Give Award Share Report Save

[deleted] 42 points · 2 years ago

Slovak for Slytherin and Hufflepuff

Share Report Save

though.

Give Award Share Report Save

ammcneil 6 points · 2 years ago

Pffft, check your English speaking privilege /s

Give Award Share Report Save

ledivin 13 points · 2 years ago

I'm guessing it's just in another language

Give Award Share Report Save

Fishbuilder 2 points · 2 years ago

It's because OP simply reposted a picture which was posted a few weeks ago which was posted by a slovak-guy.

Give Award Share Report Save

borntomeow 6 points · 2 years ago

I still have the first three of these games and play them sometimes. I think they were my first video game addiction. I even have the game guide I printed out for Prisoner of Azkaban, soooo many pages. Have never been able to beat Voldy in the first game though. :(

Give Award Share Report Save

GloryHawk 7 points · 2 years ago

Except faces, faces weren't that great

Give Award Share Report Save

idunno_questionmark -1 points · 2 years ago

Still, they look almost as 'good' as the faces in Mass Effect Andromeda.

Give Award Share Report Save

Share Report Save

CyberBot129 4 points · 2 years ago

Haven't played these games in ages...wonder if I should speed through them again one of these days

Give Award Share Report Save

NarejED 1 point · 2 years ago

Trying to speedrun the class challenges and collect all the stars to maximize house points/time in the Bean Bonus Room was my favorite part of this game.

Give Award Share Report Save

prince_of_gypsies 2 points · 2 years ago

Oh, the **Bean Bonus Room**... Truly the most rewarding, happiest and greatest places in all of videogame history!

Give Award Share Report Save

MistuhhSilky 1 point · 2 years ago

would you do it on an emulator?

Give Award Share Report Save

CyberBot129 2 points · 2 years ago

Could do that I guess, though the video game series did have PC versions as well

Give Award Share Report Save

MrsWiggens 5 points · 2 years ago

These games need to be redone. They had amazing potential to be insane, but it just didn't work for me besides 1,2 and 5. :(

Give Award Share Report Save

Give Award Share Report Save

Ciahcfari 8 points · 2 years ago

There are many places to download this game, all of which are illegal.

Give Award Share Report Save

Splatulated 3 points · 2 years ago

None of which are steam?

Give Award Share Report Save

prince_of_gypsies 2 points · 2 years ago

Or the stupid EA stores. You need to buy physical copies if you want to acquire them legally. But I guess if you owned the games you don't have to feel bad for pirating them.

Give Award Share Report Save

TetrisandRubiks 3 points · 2 years ago

Feeling bad about pirating this game is silly any way. Any where you buy a physical copy from is going to be a re-seller. None of the money you pay will ever reach any company involved in actually making or selling the game originally. The way I see it, the game is basically public domain now.

Give Award Share Report Save

metaknight95 2 points · 2 years ago

I never got passed the part where you jump on top of the bookshelves with the ghosts flying around, since they scared me so much

Give Award Share Report Save

[deleted] 2 points · 2 years ago

That shit looks nice and high res

hoochyuchy Console 2 points · 2 years ago

The textures are nice, but the models (outside of MCs) look kinda terrible. I mean, those suits of armor look hideous and that fire holder on the right is obviously supposed to be a column, but it is just a square pedestal.

Give Award **Share** **Report** **Save**

DurtiiDeemun 2 points · 2 years ago

One of my favourite childhood games. I remember using the ingame cheat codes to breeze through dungeons and managed to clone an NPC due to skipping cutscenes.

Give Award **Share** **Report** **Save**

fullicat 2 points · 2 years ago

Easiest way to play this on pc? I tried installing black and white 2 the other day, but the age meant all kinds of compatibility issues.

Give Award **Share** **Report** **Save**

Walnutterzz 1 point · 2 years ago

I actually have this game... Sitting on my counter right now

Give Award **Share** **Report** **Save**

kolofweinz 1 point · 2 years ago

The GameCube version looks much better.

Give Award **Share** **Report** **Save**

JelDeRebel 1 point · 2 years ago

Never played any of the Harry Potter games, except the lego games.

Give Award **Report** **Save**

Drexxe 1 point · 2 years ago

Is this in Slovak? The house names are as they were in the Slovak version. Biflomor and Slizolin as Hufflepuff and Slytherin

Give Award **Share** **Report** **Save**

TomkyKrajky 1 point · 2 years ago

Seems like it. i remember having this game on PS1, but I never noticed there was slovak tralation. Made this is a modded version.

Give Award **Share** **Report** **Save**

lazanet 4 points · 2 years ago

PS1 and PC versions were completely different.

Give Award **Share** **Report** **Save**

Squabbles123 1 point · 2 years ago

Looks pretty standard for PS2 to me...

Give Award **Share** **Report** **Save**

CommonMarket -3 points · 2 years ago

Well this is on the PS1 so..

Give Award **Share** **Report** **Save**

Jiiprah 10 points · 2 years ago

Also it's rendered at a higher resolution. Or it's on PC.

Give Award **Share** **Report** **Save**

strongblack09 1 point · 2 years ago

Around the time Mafia came out. good times man.....

LordDrak3 1 point · 2 years ago

I remember playing this. It was really fun.

Give Award **Share** **Report** **Save**

TrustworthyAndroid 1 point · 2 years ago

Am i crazy or was this just posted just a few days ago

Give Award **Share** **Report** **Save**

screams_forever 1 point · 2 years ago

This was my first video game. Such memories!

Give Award **Share** **Report** **Save**

wozziiu 1 point · 2 years ago

This realy made my childhood... first books let me dive in in this word then games...

Give Award **Share** **Report** **Save**

theiosif 1 point · 2 years ago

Sorry, wft am I supposed to be looking at?? Not even sure this was worth a comment.

Give Award **Share** **Report** **Save**

OomPiet95 1 point · 2 years ago

Wait till you see the ps1 version. It's like the models are liquid

Give Award **Share** **Report** **Save**

nobby-w 1 point · 2 years ago

Give Award Share Report Save

rubyredsoccerstar 1 point · 2 years ago

Great game, but I swear I had nightmares about Raymond' s cat meowing in that sewer.

Give Award Share Report Save

N3gr0Damus 1 point · 2 years ago

That game was so much fun. I never did find all the jelly beans.

Give Award Share Report Save

thisisalexsin 1 point · 2 years ago

Ah I see. Honestly the word sorcerer sounds cooler.

Give Award Share Report Save

[deleted] 1 point · 2 years ago

I loved this game sooo much but I stopped playing because I could never get into Fred and George's shop :'(I'm awful at sneaking. My all time FAVORITE Harry Potter game was the 3rd! Maybe because it's easy... but whatever I had so much fun haha

Share Report Save

Colin_Sack-or-Pick 1 point · 2 years ago

somethings not right... PROFESSOR SNAPE. Little snitch.

Give Award Share Report Save

peanutbutterandjesus 1 point · 2 years ago

I remember the shit out of this game

emp_mastershake 1 point · 2 years ago

That game was so fun

Give Award **Share** **Report** **Save**

CancerFaceEww 1 point · 2 years ago

We still discuss this game along with modding it, etc: http://www.oldunreal.com/cgi-bin/yabb2/YaBB.pl

Give Award **Share** **Report** **Save**

Lunarskies92 1 point · 2 years ago

I played this one on PC when I was young. I loved it. I may have played chamber of secrets as well (I don't remember). I'm pretty sure there was a point that I couldn't play anymore because the graphics requirement was too high for the computer my family had.

Give Award **Share** **Report** **Save**

complexevil 1 point · 2 years ago

God damn me and my mother both loved this game. Wish our disk didn't magically disappear.

Give Award **Share** **Report** **Save**

DanThMann 1 point · 2 years ago

https://www.youtube.com/watch?v=EXX_Cqi18Hs

Give Award **Share** **Report** **Save**

MindOfAnEnt 1 point · 2 years ago

It looks like a really good mod of mincraft.

Give Award **Share** **Report** **Save**

Give Award Share Report Save

mattlandry91 1 point · 2 years ago

Is this the PC version? Pretty good textures for the time.

Give Award Share Report Save

[deleted] 1 point · 2 years ago

Fond memories here too. There was something incredibly satisfying about collecting the jellybeans and the sound it made.

Share Report Save

SteelersJMB 1 point · 2 years ago

Wow what a flashback. The HP games were some of the greatest I can remember. Mostly because I was a fan of the books/movies and felt so immersed. I believe Prisoner of Azkaban might have been my favorite.

I played Order of the Phoenix on PS3 and remember how different the game was because at that point they required you to use your analog stick not simple pressing buttons to cast a spell.

Give Award Share Report Save

domkeno216 1 point · 2 years ago

i really wanna play these games now :(

Give Award Share Report Save

chilldudesam93 1 point · 2 years ago

I loved this game!!

Give Award Share Report Save

Give Award Share Report Save

justanotherdeskchair 1 point · 2 years ago

Biffondor

Give Award Share Report Save

emptybucketpenis 1 point · 2 years ago

nah.

Give Award Share Report Save

DogeSplosion 1 point · 2 years ago

tbh this kinda looks like wizard101.

Give Award Share Report Save

PhoenixHunter89 1 point · 2 years ago

I need these games on steam they where my childhood. The pc games where vastly different to the gamecube.

Give Award Share Report Save

thatguynamedDon 1 point · 2 years ago

Oh my god thank you for the nostalgia

Give Award Share Report Save

abuch47 1 point · 2 years ago

Loved this game and the hype around HP. Then I grew up and it seemed immature. :(

Give Award Share Report Save

You've never played the PS1 version then lol

Give Award **Share** **Report** **Save**

androidguy52 1 point · 2 years ago

childhood, this game also ran pretty well on Software mode since I didn't have 3D accelerated card back then

(I don't remember my specs, but I know I had P2 WinXP lol)

Give Award **Share** **Report** **Save**

SB_90s 1 point · 2 years ago

If you want impressive graphics for 2001, you should see Halo Combat Evolved - and that was on a console!

Give Award **Share** **Report** **Save**

thisisalexsin 1 point · 2 years ago

Philosopher...? Is it not Sorcerer?

Give Award **Share** **Report** **Save**

axllin 4 points · 2 years ago

UK (and the rest of the world except US) has if titled that way. US publishers thought Sorcerer sounded cooler and would sell more. So it was changed.

Give Award **Share** **Report** **Save**

fullicat 2 points · 2 years ago

Or they didn't think the average American would know what a philosopher is.

Give Award **Share** **Report** **Save**

axllin 2 points · 2 years ago

No they didn't believe Americans would want to buy a book with philosopher in the name.

According to Wikipedia at least.

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DeathDevilize 1 point · 2 years ago

Uhh not to be a party pooper but this is likely from a PS1 emulator and most of them have some sort of bonus rendering.

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fullicat 2 points · 2 years ago

This is the PC version. The ps1 version was a painfully jagged mess by comparison, even with all the improvements emulators afforded the ps1 version was far worse.

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sradac 0 points · 2 years ago

Not really. Wizardry 8 was also 2001 and blew this away

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ratbasket -2 points · 2 years ago

Upvote for not being "Horizon is a beautiful game" bollocks

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